**2d game**

9/12/2016

For next week:

-Expect basic organization and a project outline to be done along with progress on assets

Project overall expectations:

-The game will be in 2d

-There will be a party system (maybe)

-It will be somewhat short but replayable(approx. an hour or less to beat it)

-Some kind of urgency will be implemented (enemies might scale up as you change rooms making it more difficult the longer you take)

-The player will move through scenes/rooms through choices rather than actual direct movement control.

-There will be skills/magic of some kind, possibly pickups

-The game will have an ending “epic” boss fight

-It may be presented in first person view facing enemy sprites

-There will be some customization options for skills/avatar

**2D game**

9/16/16 - 9/23/16

Goals for next week:

* Get a working start menu and start development of the game.
* Start creating the skill tree concept.
* Possibly add group based play into the design of the game.
* Start adding assets into the project and scanning in the custom artwork
* Start main characters design

**2D game**

9/26/16 - 9/30/16

Goals for next week :

* The goals for this week remain unchanged from last week, not many of the previous goals were accomplished so this week is going to be focused on catching up and getting the project back on track.
* Some minor work was done on the menu so the main focus is getting the games different scenes set up(Combat,Level and Inventory).